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Subject: Re: Crysis Project: Islands.

Posted by [slosha](#) on Mon, 20 Jul 2009 05:08:48 GMT

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Havoc 89 wrote on Mon, 06 July 2009 15:44

Back on topic. Your idea isnt bad, but the bloom just kills it. Also one thing to note is that this is an island that is close to the sea level. So naturally there will be a lot of sand, yet I see next to none. The foliage just doesnt add up. You cant have any trees, leaves or that kind of foliage growing out of rocks. You need soil for there to be foliage. Right now you have all sorts of foliage glued to giant bolders of rock. One more thing I could suggest is Fog. There is never a day on Earth when there is literally no fog at any location. Fog can really bring your world to life, but you have to be very careful and be very subtle about it. I'm not saying fog in the sense that you cant see anything infront of you, but rather I'm suggesting fog wheren distant objects begin to loose their details, and start to blend into the background. This can really help to bring scale into any map and is very cutial.

I think you are going a little overboard with the details here. It's a game so trees can grow wherever they want. If you are looking for realism, find a different game. However, I do agree that there could be that "fog" you speak of.

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